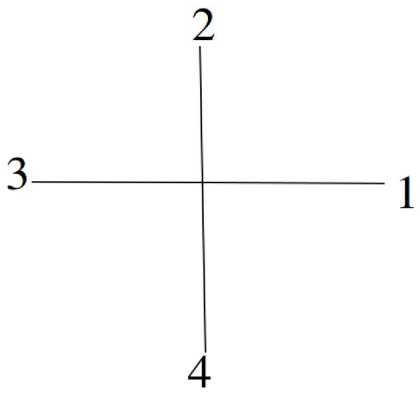
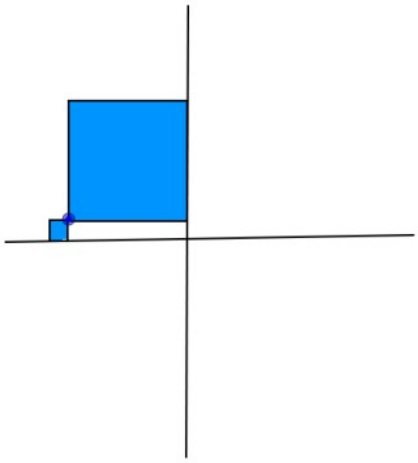
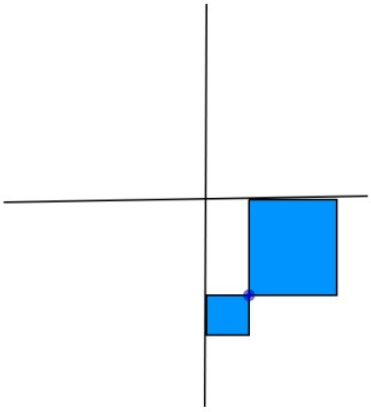
Preliminar version of the draft to be submitted to the SMTF (SciMath Task Force) and to The Septagon
date : 25-02-2022



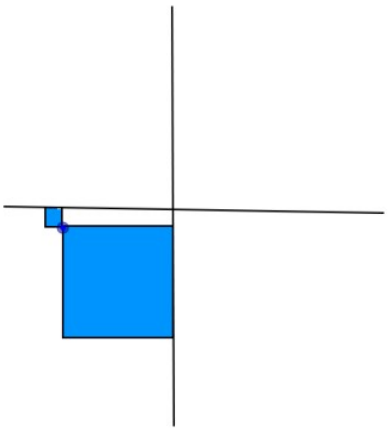
System to locate points using squares.
Each square is identified according
the ray where emerged.
One square per ray.



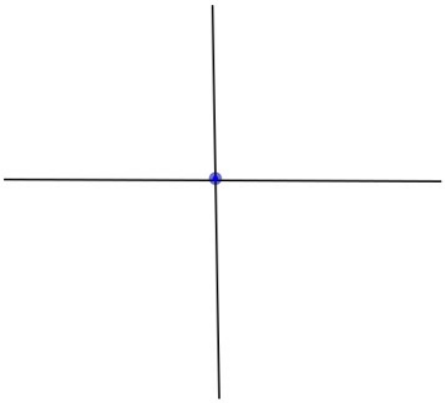
(∅ , 10 , 2 , ∅)
usage of two squares, with side 10 and 2



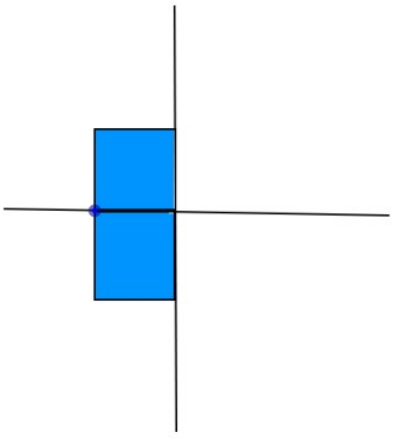
(8 , ∅ , ∅ , 4)
usage of two squares, with sides 8 and 4



(∅ , ∅ , 2 , 10)
usage of two squares, with sides 2 and 10



(0 , 0 , 0 , 0)
usage of four squares of side 0



(∅ , 6 , 0 , 6)
usage of two squares of side 6 and one square with side 0
(the point is in the third ray)